ANIMAL TYPES

- The world is full of many kinds of creatures. Each belongs to a Type.

WATER TYPE

Creatures that live in oceans, rivers, lakes, and wetlands.

EXAMPLE SPECIES

- Dolphin
- Whale (Blue Whale)
- Shark (Great White)
- Octopus
- Frog
- Otter

GRASS TYPE

Creatures connected to forests, fields, and plant-filled habitats.

EXAMPLE SPECIES

- Deer (White-tailed)
- Giant Panda
- Rabbit
- Sloth
- Tortoise (Galápagos)
- Caterpillar (Monarch)

AIR TYPE

Creatures that soar, glide, and rule the skies.

EXAMPLE SPECIES

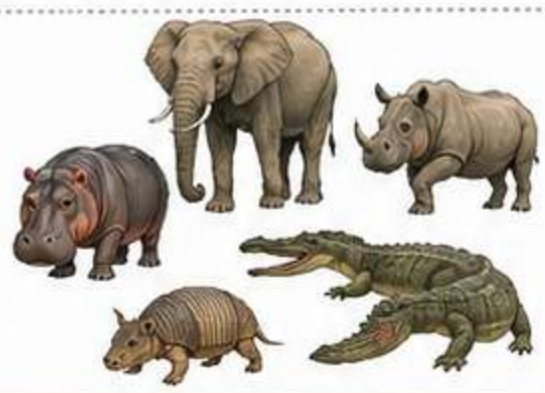
- Bald Eagle
- Owl (Great Horned)
- Parrot (Scarlet Macaw)
- Bat (Fruit Bat)
- Butterfly (Monarch)
- Dragonfly

ROCK TYPE

Tough, armored, and ancient creatures of the earth.

EXAMPLE SPECIES

- Elephant
- Rhinoceros
- Hippopotamus
- Crocodile (Nile)
- Armadillo
- Tortoise (Aldabra)



FIRE TYPE

Passionate and powerful creatures that thrive in heat and intensity.

EXAMPLE SPECIES

- Lion
- Tiger (Bengal)
- Komodo Dragon
- Cobra (King Cobra)
- Falcon (Peregrine)

ELECTRIC TYPE

Fast, energetic creatures with powerful natural abilities.

EXAMPLE SPECIES

- Cheetah
- Hummingbird
- Squirrel
- Electric Eel
- Octopus

SHADOW TYPE

Mysterious creatures of the night and deep shadows.

EXAMPLE SPECIES

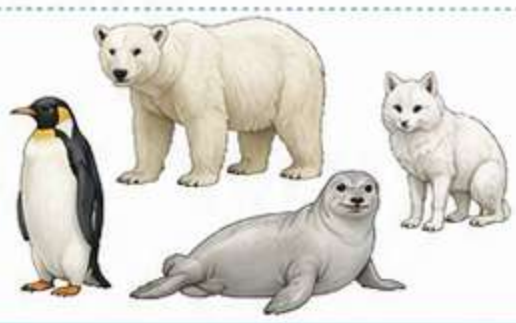
- Wolf
- Black Panther
- Raven
- Spider (Tarantula)
- Vulture
- Hyena

ICE TYPE

Creatures that live in the cold and frozen places.

EXAMPLE SPECIES

- Polar Bear
- Penguin (Emperor)
- Arctic Fox
- Seal (Leopard Seal)
- Snowy Owl

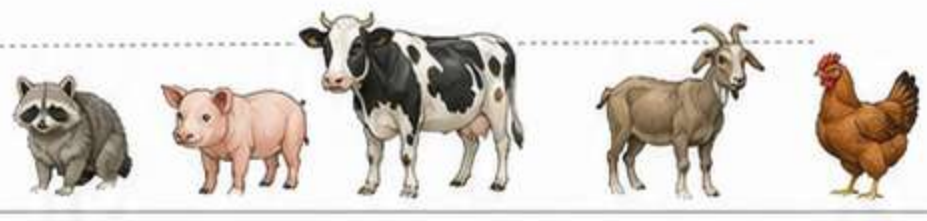


NEUTRAL TYPE

Adaptable creatures that live in many kinds of environments.

EXAMPLE SPECIES

- Human
- Raccoon
- Pig
- Cow
- Goat
- Chicken



RARITY CLASSES

- Every creature has a Rarity. Rarity shows how hard they are to find, how powerful they are, and how rare they are in the world.

COMMON CLASS

Frequently seen everywhere. Easy to find and not rare.

EXAMPLE SPECIES

- Pigeon
- Squirrel
- Ant
- Raccoon
- Duck
- House Sparrow

ENCOUNTER RATE
Very High
★★★★★

UNCOMMON CLASS

Seen sometimes depending on location and habitat.

EXAMPLE SPECIES

- Fox
- Deer
- Owl
- Seal
- Parrot
- Turtle

ENCOUNTER RATE
High
★★★★☆

RARE CLASS

Difficult to find in the wild. Not seen often.

EXAMPLE SPECIES

- Wolf
- Dolphin
- Black Bear
- Peacock
- Octopus
- Snowy Owl

ENCOUNTER RATE
Medium
★★★☆☆

EPIC CLASS

Powerful and impressive creatures. Apex predators or giants.

EXAMPLE SPECIES

- Gorilla
- Anaconda
- Orca (Killer Whale)
- Polar Bear
- Komodo Dragon
- Hippopotamus

ENCOUNTER RATE
Low
★★☆☆☆

LEGENDARY CLASS

Iconic and legendary creatures. Symbols of power, beauty, and mystery.

EXAMPLE SPECIES

- Lion
- Tiger
- Blue Whale
- Bald Eagle
- Snow Leopard
- King Cobra

ENCOUNTER RATE
Very Low
★☆☆☆☆

TITAN CLASS

Ancient titans from the past. These creatures once ruled the Earth.

EXAMPLE SPECIES

- Tyrannosaurus Rex
- Triceratops
- Spinosaurus
- Woolly Mammoth
- Sabertooth Tiger
- Megalodon

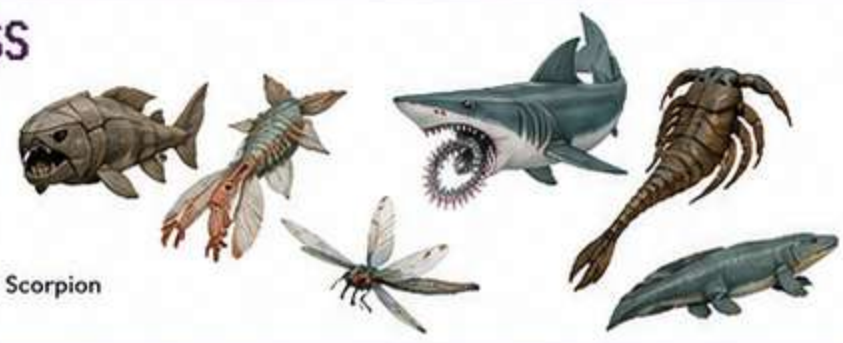
ENCOUNTER RATE
Extinct
★★★★★

PRIMORDIAL CLASS

Creatures from before the Titan Age. Older than history itself.

EXAMPLE SPECIES

- Dunkleosteus
- Anomalocaris
- Meganeura
- Helicoprion
- Prehistoric Sea Scorpion
- Tiktaalik



ENCOUNTER RATE
Mythic
★★★★★

BIOME REGIONS

THE LIVING EARTH MAP

Each region is a unique biome filled with life, mystery, and powerful creatures.
Explore, observe, and document your discoveries!

VERDANT FOREST
The Verdant Region

DOMINANT TYPES
GRASS · AIR

ENVIRONMENT
Dense vegetation, hidden paths, high humidity.

DOMMON ENCOUNTERS

RARE ENCOUNTERS

LEGENDARY ENCOUNTER
TIGER
SNOW LEOPARD

SPECIAL FEATURE
High Camouflage Zones

BEST TIME
Daytime

SUNFIRE DUNES
The Sunfire Region

DOMINANT TYPES
FIRE · ROCK

ENVIRONMENT
Hot, dry, and harsh. Sandstorms are common.

COMMON ENCOUNTERS

RARE ENCOUNTERS

LEGENDARY ENCOUNTER
KING COBRA

SPECIAL FEATURE
Sandstorm Encounter Modifier

BEST TIME
Sunrise / Sunset

FROZEN CROWN
The Frozen Region

DOMINANT TYPES
ICE · WATER

ENVIRONMENT
Freezing temperatures, icy winds, limited visibility.

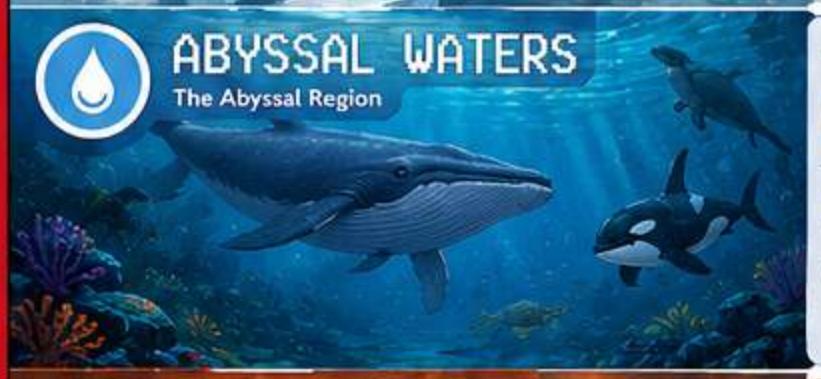
COMMON ENCOUNTERS

RARE ENCOUNTERS

LEGENDARY ENCOUNTER
WOOLLY MAMMOTH (FOSSIL ZONE) ★★★★★
SABERTOOTH TIGER (FOSSIL ZONE) ★★★★☆

SPECIAL FEATURE
Low Visibility Survival Challenge

BEST TIME
Day (Clear Skies)



ABYSSAL WATERS
The Abyssal Region

DOMINANT TYPES
WATER · SHADOW

ENVIRONMENT
Vast oceans, deep trenches, pressure increases with depth.

COMMON ENCOUNTERS

RARE ENCOUNTERS

LEGENDARY ENCOUNTERS
GIANT SQUID ★★★★★

SPECIAL FEATURE
Deep Sea Zones

BEST TIME
Anytime (Depth Dependent)

EMBER CRATER
The Ember Region

DOMINANT TYPES
FIRE · ROCK

ENVIRONMENT
Extreme heat, volcanic activity, ash-filled air.

DOMMON ENCOUNTERS

RARE ENCOUNTERS

TITAN FOSSILS
ANCIENT REPTILES

SPECIAL FEATURE
Heat Zones Reduce Stamina

BEST TIME
Enntime

NIGHTFALL WILDS
The Nightfall Region

DOMINANT TYPES
SHADOW · AIR

ENVIRONMENT
Darkness prevails. Creatures are more active at night.

COMMON ENCOUNTERS

RARE ENCOUNTERS

LEGENDARY ENCOUNTER
BLACK PANTHER

SPECIAL FEATURE
Night-Only Encounters

BEST TIME
Night

EMERALD CANOPY
The Emerald Region

DOMINANT TYPES
GRASS · WATER · SHADOW

ENVIRONMENT
Dense canopy, heavy rain, rivers, and thick undergrowth.

COMMON ENCOUNTERS

RARE ENCOUNTERS

LEGENDARY ENCOUNTER
JAGUAR

SPECIAL FEATURE
Hidden Paths & Secret Areas

BEST TIME
Daytime (Rain)

TITAN VALLEY
The Titan Region (Fossil Zone)

DOMINANT TYPES
ROCK · DRAGON

ENVIRONMENT
Ancient land. Rich with fossils and prehistoric energy.

TITAN ENCOUNTERS (FOSSILS & LEGENDS)
T. REX ★★★★★
TRICERATOPS ★★★★★
SPINOSAURUS ★★★★★
PTERANODON ★★★★★

SPECIAL FEATURE
Fossil Dig Sites

BEST TIME
Anytime

POKÉDEX ENTRY

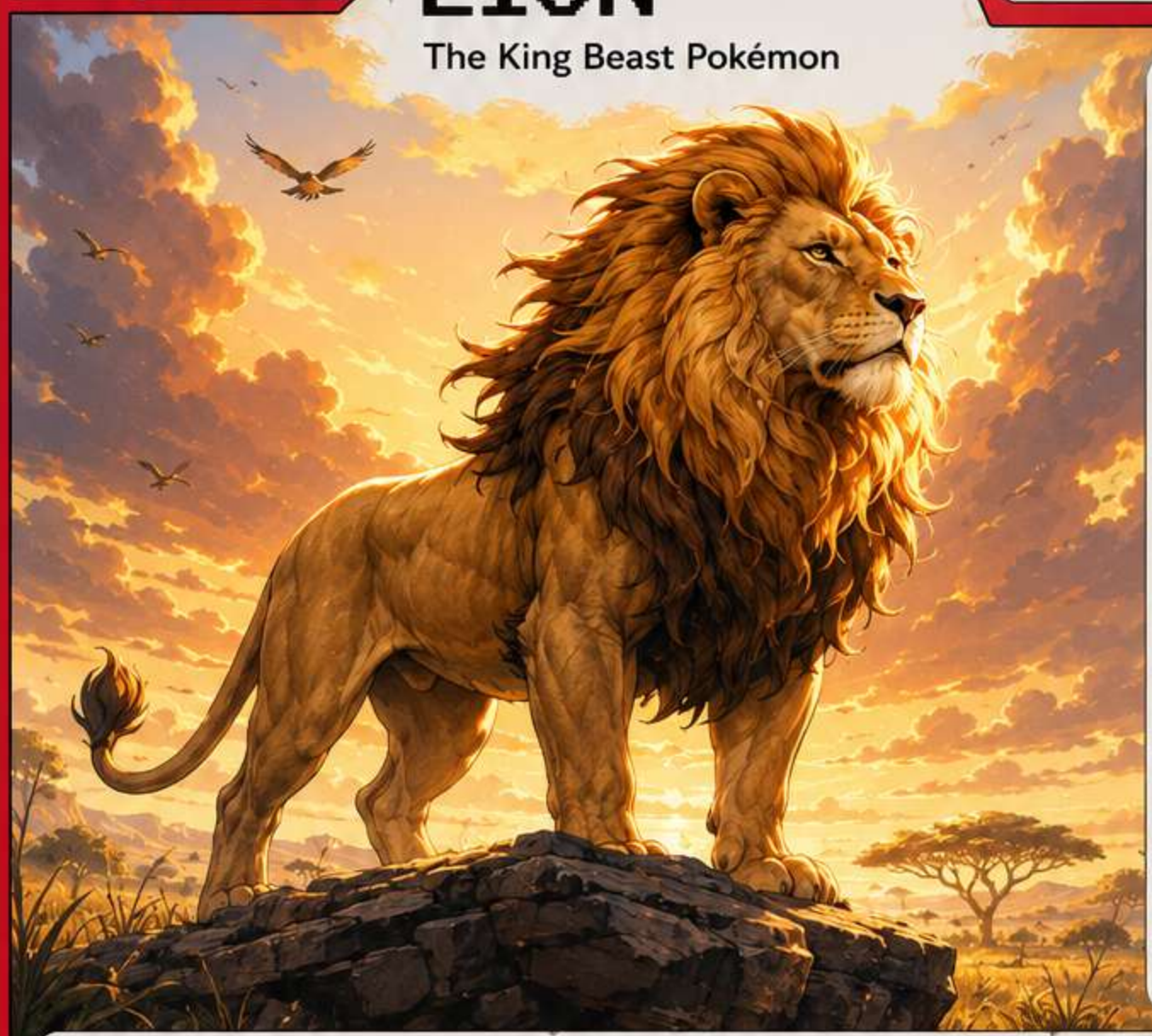
No. 0025

LION

The King Beast Pokémon

RARITY
★★★★★★
LEGENDARY

REGION
SAVANNAH REALM



LORE

Its roar can travel across vast plains and strike fear into the hearts of both ally and foe. Ancient cultures revered Lions as kings and protectors, believing them to be chosen by the sun itself. Lions live in prides, ruled by strong leadership and deep bonds of loyalty. Few creatures command such respect across the entire natural world.

TYPE

FIRE

NORMAL

FAMILY

Felidae Family

BASE STATS

HP		110
ATTACK		120
DEFENSE		100
SP. ATK		85
SP. DEF		90
SPEED		95
TOTAL		600

ABILITIES

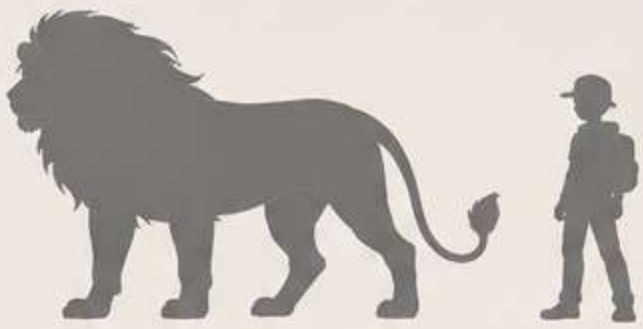
Intimidate
Lowers the opponent's Attack when entering battle.

King's Roar
A powerful roar that may paralyze or lower Defense.

Pride Leader
Boosts the stats of all allies in battle.

Sun Sovereign
Powers up Fire-type moves during strong sunlight.

SIZE



HEIGHT	WEIGHT
3.3 m (10'10")	190.5 kg (420.0 lbs)

ENCOUNTER BEHAVIOR

Lions are diurnal and most active during early morning and late afternoon. They roam their territory in prides and defend it fiercely from intruders.

HABITAT	Savannas, Grasslands, Open Plains
ACTIVITY	Daytime / Dusk
DIET	Carnivore
DISPOSITION	Confident, Territorial, Loyal
RARE ENCOUNTER RATE	★★★★★ (Very Low)

MOVESET EXAMPLES

Flamethrower	FIRE	95
Crunch	DARK	80
Wild Charge	ELECTRIC	90
Hyper Beam	NORMAL	150

* Moves learned by level up or TM.

POKÉDEX ENTRY

A majestic ruler of the wild. Its presence is a symbol of power, courage, and leadership. When a Lion roars, all creatures nearby fall silent.

EVOLUTIONARY LINE

LION CUB
Common

Lv. 18

YOUNG LION
Uncommon

Lv. 36

LION
Legendary

SHINY VARIANT

WEATHER SYSTEM

Weather shapes the world. It affects habitats, creature behavior, and encounter rates. Stay prepared and adapt!

WEATHER EFFECT KEY

- Increases Encounters
- Decreases Encounters
- Special Behavior
- Environment Effect

DYNAMIC WEATHER, DYNAMIC ENCOUNTERS.

Weather changes across all Biomes and Regions.
Check conditions before you explore!

SUNNY

Clear skies and bright sunlight energize the land.

EFFECTS

- Fire-type encounters ↑
- Water-type encounters ↓
- Creatures are more active
- Heat increases in deserts

ENCOUNTER EXAMPLES

Lion

Cheetah

Eagle

RAIN

Rain falls steadily, soaking the land and filling rivers.

EFFECTS

- Water-type encounters ↑
- Grass-type encounters ↑
- Amphibians appear
- Rivers may swell

ENCOUNTER EXAMPLES

Frog

Salamander

Otter

STORM

Thunder roars and lightning cracks across the sky.

EFFECTS

- Electric-type encounters ↑
- Shadow-type encounters ↑
- Some creatures become aggressive
- Vision may be reduced

ENCOUNTER EXAMPLES

Wolf

Raven

Bat

SNOW

Cold winds blow and snow blankets the world.

EFFECTS

- Ice-type encounters ↑
- Fire-type encounters ↓
- Tracks are easier to find
- Stamina drains faster

ENCOUNTER EXAMPLES

Snow Leopard

Arctic Fox

Penguin

FOG

Thick fog lowers visibility and muffles sounds.

EFFECTS

- Ghost-type encounters ↑
- Stealth creatures appear
- Harder to detect predators
- Vision is greatly reduced

ENCOUNTER EXAMPLES

Deer

Owl

Panther

WINDY

Strong winds sweep across plains and mountains.

EFFECTS

- Flying-type encounters ↑
- Speedy creatures appear
- Wind may startle creatures
- Reduces ranged accuracy

ENCOUNTER EXAMPLES

Eagle

Gazelle

Falcon

HEATWAVE

Intense heat rises, making the air feel heavy and dry.

EFFECTS

- Fire-type encounters ↑
- Ice-type encounters ↓
- Reptiles are more active
- Risk of overheating

ENCOUNTER EXAMPLES

Komodo Dragon

Scorpion

Vulture

NIGHT

Darkness falls and nocturnal creatures emerge.

EFFECTS

- Dark/Shadow encounters ↑
- Nocturnal creatures appear
- Some rare creatures only appear
- Field of view is limited

ENCOUNTER EXAMPLES

Owl

Hyena

Leopard

WEATHER RULES

- Weather changes every 2–6 hours in real time.
- Some weather is biome-specific.
- Extreme weather is rare but powerful.
- Always check the sky and prepare!

EXTREME WEATHER

Rare and dangerous. Only the strongest trainers should proceed.

Hurricane	Torrential winds and rain. Most areas become inaccessible.
Blizzard	Severe snow and freezing winds. High risk of frostbite.
Sandstorm	Blinding sand reduces visibility. Rock and Ground-types thrive.
Volcanic Ash	Ash clouds darken the sky. Breathing may become difficult.

WEATHER CHAIN EFFECTS

Certain weather can lead into other weather events. Be ready for what comes next!

- Sunny → Cloudy → Rain → Storm
- Sunny → Heatwave → Sandstorm
- Rain → Cold Front → Snow
- Cloudy → Windy → Fog → Night

REGIONAL WEATHER

Each Region has unique weather patterns and seasonal cycles.

Savannah Realm
Hot and sunny most of the year.

Frostpeak Realm
Cold, snowy, and unpredictable.

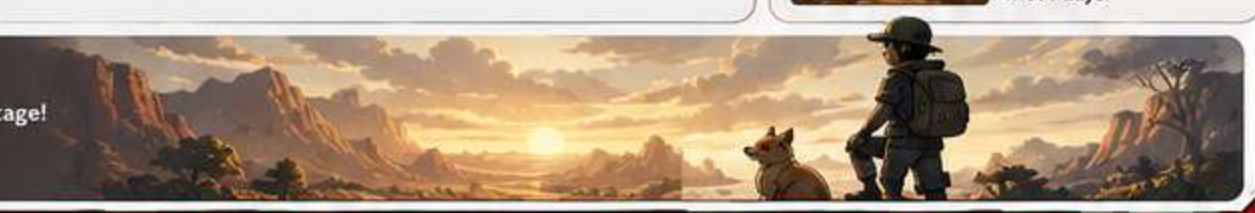
Ocean Realm
Rainy and stormy near the waters.

Jungle Realm
Warm, humid, and rain-rich.

Desert Realm
Hot, dry, and windy most days.

TRAINER TIP

Smart Trainers use weather to their advantage!
Come prepared, stay aware, and adapt.
The world is always changing.



MYTHOLOGY ARCHIVES

THE FINAL LAYER OF DISCOVERY

Beyond science lies story. Beyond fact lies legend.
Here the ancient world comes alive.

MYTHOLOGY UNLOCKED

These stories are more than myths. They are echoes of the past, whispers of the Titans, and the promise of what is yet to come.

WHAT IS MYTHOLOGY?

Mythology connects creatures, places, and events through timeless stories.
It reveals the why behind the world.
It turns biology into living mythology.

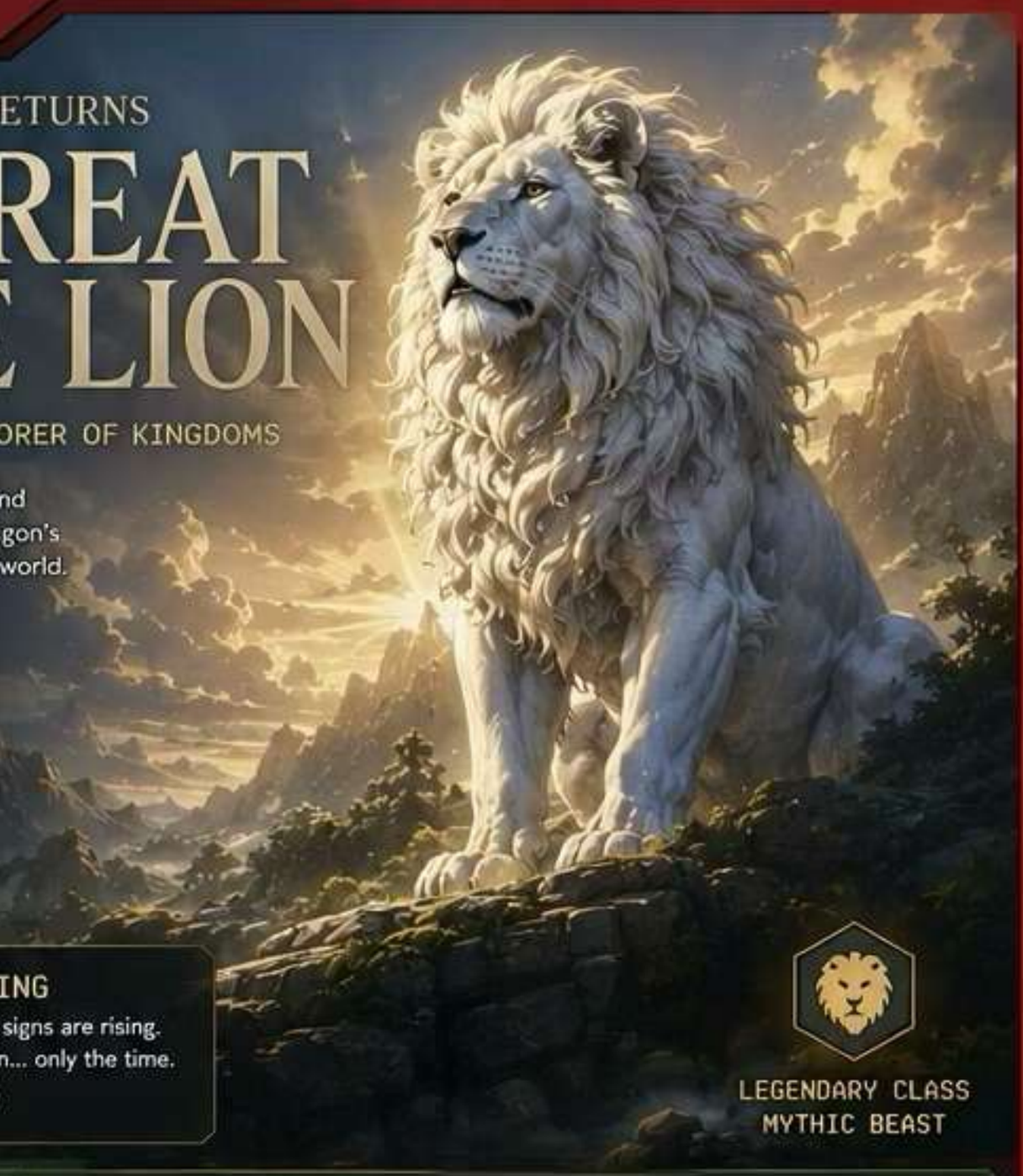
- **ANCIENT TITAN WARS** — Conflicts that shaped the world.
- **LOST BIOMES** — Realms that once existed but vanished.
- **EXTINCT KINGS** — Rulers whose legacy lives on.
- **PRIMAL OCEANS** — The deep origins of life and power.
- **HIDDEN SANCTUARIES** — Secret places where legends sleep.

Explore. Believe. Remember.

THE LEGEND RETURNS

THE GREAT WHITE LION

KING OF JUDAH • RESTORER OF KINGDOMS



Long ago, He ruled with wisdom and power. Then came the fall, the Dragon's deception, and the fracture of the world.

But the throne was never empty.
The Mountain never forgot.
And the Roar was never silenced.

The Great White Lion will return.

And with one final Roar,
He will shake the Nations
and restore the Mighty Kingdom
of Warriors.

THE ROAR IS COMING

The skies are shifting. The signs are rising.
The return is not a question... only the time.

???.???.????

LEGENDARY CLASS
MYTHIC BEAST

ANCIENT TITAN WARS

Battles of unimaginable scale. Powers clashed. Kingdoms rose. Legends were born.

WAR OF THE ELEMENTS
The first Titans fought for control of the raw forces that shape the world.
WATER FIRE EARTH AIR

THE DRAGON'S BETRAYAL
A once-loyal warrior fell into darkness and sparked the age of separation.
SHADOW DECEPTION

THE FALL OF EDEN
Innocence was deceived. The garden was lost. The world was divided.
SERPENT FORBIDDEN

LOST BIOMES

Biomes that existed in ancient times but were lost to time, war, or the Dragon's corruption.

AZURE DEPTHS
A sunken realm of crystal reefs and ancient leviathans. Said to be the cradle of water life.

EMBER JUNGLE
A blaxing paradise where giant beasts and fire trees once ruled before it was consumed.

SKYWARD PLAINS
A realm above the clouds where ancient birds and winged creatures built their cities.

EXTINCT KINGS

Rulers of ancient eras. Their bloodlines live on in legends and fossils.

TITAN REX
T. REX KING
TITAN CLASS

MAMMOTH LORD
ICE KING
TITAN CLASS

SERPENT EMPEROR
NAGA KING
TITAN CLASS

THUNDER EAGLE
SKY KING
LEGENDARY CLASS

PRIMAL OCEANS

Before the land was settled, the oceans were empire.

LEVIATHAN
OCEAN KING
TITAN CLASS

KRAYTHOS
ABYSSAL EMPEROR
TITAN CLASS

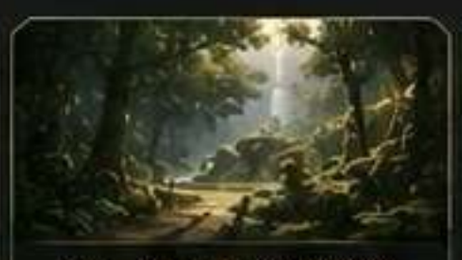
MEGALODON
ANCIENT HUNTER
TITAN CLASS

HIDDEN LEGENDARY SANCTUARIES

Secret places hidden from all but those the Lion will call.

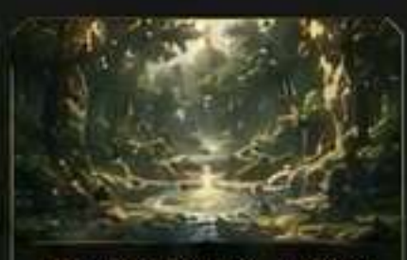
MOUNT ZION
THRONE OF THE LION

THE WHISPERING CAVE
ORACLE OF TRUTH



THE SPIRIT SAVANNA
RESTING PLACE OF KINGS

THE FORGOTTEN FALLS
GATE BETWEEN WORLDS



THE CELESTIAL GROVE
WHERE ANGELS WALK

THE STORY IS NOT OVER.

The Great White Lion is preparing.

The nations are shifting.

The Roar is coming.

BE READY.

BASIC **Great White Shark** HP 150

NO. 001 Titan Class HT: 6.1 m WT: 2,268.0 kg

Apex Predator 60
This attack does 20 more damage for each Damage counter on your opponent's Active Pokémon.

Tsunami Bite 120
Discard an Energy from your opponent's Active Pokémon.

weakness x2 | resistance -30 | retreat

Ruler of the ocean. Nothing escapes its relentless pursuit.

W-001 ★

STAGE 2 **Mountain Gorilla** HP 160

Evolves from Silverback

NO. 002 Titan Class HT: 1.7 m WT: 195.0 kg

Jungle Dominance 80
Heal 30 damage from this Pokémon.

Earth Shatter 130
This attack also does 20 damage to each of your opponent's Benched Pokémon.

weakness x2 | resistance -30 | retreat

Guardian of the jungle. Its strength can move mountains.

G-002 ★

BASIC **Savanna Lion** HP 160

NO. 003 Titan Class HT: 2.1 m WT: 190.0 kg

King's Roar 60
Your opponent switches their Active Pokémon with 1 of their Benched Pokémon.

Royal Blaze 120
Discard 2 Energy from this Pokémon.

weakness x2 | resistance -30 | retreat

King of the savanna. Its roar commands all who hear it.

F-003 ★

STAGE 1 **Bald Eagle** HP 130

Evolves from Eagle

NO. 004 Titan Class HT: 1.0 m WT: 6.3 kg

Sky Dominance 40
Your opponent reveals their hand.

Wind Cutter 100
This attack's damage isn't affected by Resistance.

weakness x2 | resistance -30 | retreat

Soars higher than any other. Its vision sees what others cannot.

A-004 ★

STAGE 1 **Cheetah** HP 120

Evolves from Leopard Cub

NO. 005 Titan Class HT: 1.4 m WT: 72.0 kg

Lightning Dash 50
Switch this Pokémon with 1 of your Benched Pokémon.

Extreme Speed 110
This Pokémon does 20 damage to itself.

weakness x2 | resistance -30 | retreat

The fastest on land. A blur that strikes before you see it.

E-005 ★

BASIC **Black Rhinoceros** HP 150

NO. 006 Titan Class HT: 1.8 m WT: 600.0 kg

Horn Charge 70
Flip a coin. If heads, this attack does 30 more damage.

Rock Wall 120
During your opponent's next turn, this Pokémon takes 30 less damage from attacks.

weakness x2 | resistance -30 | retreat

A living fortress. It breaks through anything in its path.

R-006 ★

BASIC **Black Panther** HP 140

NO. 007 Titan Class HT: 1.2 m WT: 60.0 kg

Shadow Pounce 60
Your opponent reveals their hand.

Night Ambush 110
If your opponent has 4 or more cards in their hand, this attack does 60 more damage.

weakness x2 | resistance -30 | retreat

Moves unseen. Strikes without warning and vanishes without a trace.

D-007 ★

BASIC **Giant Pacific Octopus** HP 140

NO. 008 Titan Class HT: 4.3 m WT: 71.0 kg

Ink Cloud 50
Your opponent's Active Pokémon is now Confused.

Tentacle Crush 130
Discard an Energy from your opponent's Active Pokémon.

weakness x2 | resistance -30 | retreat

Master of camouflage and escape. Its mind is as deep as the ocean.

A-008 ★

STAGE 1 **Bengal Tiger** HP 150

Evolves from Tiger Cub

NO. 009 Titan Class HT: 2.7 m WT: 220.0 kg

Ferocious Claw 70
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

Blazing Fury 130
Discard 2 Energy from this Pokémon.

weakness x2 | resistance -30 | retreat

A fierce warrior with unmatched power and grace.

F-009 ★

BASIC **Polar Bear** HP 150

NO. 010 Titan Class HT: 2.6 m WT: 680.0 kg

Ice Hammer 70
Your opponent's Active Pokémon is now Asleep.

Arctic Blizzard 130
This attack also does 30 damage to each of your opponent's Benched Pokémon.

weakness x2 | resistance -30 | retreat

King of the frozen north. Cold as ice. Strong as the storm.

I-010 ★

STAGE 1 **African Elephant** HP 160

Evolves from Elephant Calf

NO. 011 Titan Class HT: 3.5 m WT: 6,000.0 kg

Earthen Stomp 80
This attack also does 20 damage to each of your opponent's Benched Pokémon.

Giant's Resolve 130
During your next turn, this Pokémon can't be Knocked Out by damage from attacks.

weakness x2 | resistance -30 | retreat

Gentle giant with unstoppable might. Remembers every path.

N-011 ★

BASIC **Komodo Dragon** HP 150

NO. 012 Titan Class HT: 3.0 m WT: 79.0 kg

Venomous Bite 60
Your opponent's Active Pokémon is now Poisoned.

Dragon Tail 120
Switch this Pokémon with 1 of your Benched Pokémon.

weakness x2 | resistance -30 | retreat

Ancient survivor. Its venom and strength make it the apex.

D-012 ★

TRAINER CLASSES

- Every Trainer has a role. Every role has a purpose. Choose your path. Begin your journey.

Trainer Classes are special roles that focus your skills and strengths.
Each class helps protect, understand, and explore the natural world in a different way.

RESEARCHER
The Knowledge Seeker

FOCUS
Studies creatures, their habitats, and behaviors. Gathers data to help protect the ecosystem.

TOOLS
Field Notes · Binoculars · Scanner · Lab Kit

SPECIALTY
Unlocks detailed info about creatures and biomes.

RANGER
The Wild Guardian

FOCUS
Protects wildlife and maintains balance in the natural world.

TOOLS
Field Radio · First Aid · Whistle · Ranger Badge

SPECIALTY
Access to protected areas and rescue missions.

FOSSIL HUNTER
The Past Explorer

FOCUS
Discovers ancient remains and uncovers the secrets of the Titan Age.

TOOLS
Fossil Brush · Pickaxe · Dig Kit · Field Journal

SPECIALTY
Can excavate fossils and revive ancient knowledge.

BIOME KEEPER
The Habitat Protector

FOCUS
Restores habitats, protects ecosystems, and keeps nature thriving.

TOOLS
Plant Kit · Water Can · Soil Scanner · Eco Badge

SPECIALTY
Can heal environments and attract rare creatures.

CREATURE PHOTOGRAPHER
The Moment Capturer

FOCUS
Documents creatures in their natural glory. Photos help trainers worldwide.

TOOLS
Camera · Zoom Lens · Tripod · Photo Album

SPECIALTY
Can capture rare moments and unlock photo rewards.

TRACKER
The Path Finder

FOCUS
Follows clues and tracks creatures through any landscape.

TOOLS
Tracking Kit · Footprint Guide · Compass · Clue Map

SPECIALTY
Can find hidden creatures and secret locations.

TRAINER CODE

Respect nature. Protect all life.
Your journey shapes the world.
Be kind. Be curious. Be legendary.

a mini guide to

THE CREATURE CODE!

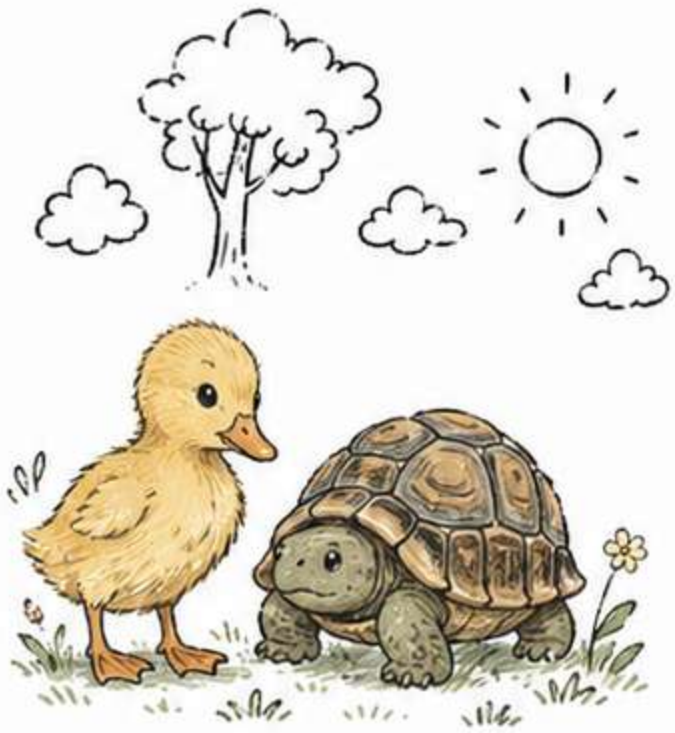
– discover. respect. protect. –

① DISCOVER

Explore the world
with wonder.
Every creature has a
story, a biome, and a
purpose within the
Living Kingdom.

② RESPECT

Creatures are not
trophies to dominate.
Learn their behavior,
honor their habitats,
and treat all life
with care.



③ PROTECT

A true Trainer protects
the balance of nature.
Guard the biomes,
preserve the creatures,
and walk gently
through the world.

ALL CREATURES BELONG TO

THE GOD OVER THE COSMOS.

We are stewards, not owners.
We walk this earth as guests under His creation.

BE A GUARDIAN, NOT A CONQUEROR.